

# Isaac Cheung

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## EDUCATION

**UNIVERSITY OF  
BRITISH COLUMBIA**  
BSc IN COMPUTER SCIENCE  
Vancouver, BC  
September 2018 - April 2021

GPA: 3.92 / 4.33  
Major GPA: 4.03 / 4.33

## LINKS

Github:// [github.com/cheungis](https://github.com/cheungis)  
LinkedIn:// [linkedin.com/in/cheungis](https://linkedin.com/in/cheungis)

## COURSEWORK

**UNDERGRADUATE**  
Computer Systems  
Data Structures and Algorithms  
Software Construction  
Formal Systems and Logic  
Foundations of Computing

## SKILLS

### LANGUAGES

Python • Java • C • C++ • Matlab  
Javascript • HTML •  $\text{\LaTeX}$

### VERSION CONTROL SYSTEMS

Github

### TESTING

JUnit

### FRAMEWORKS / ETC

Node.js • Swing • Pygame • CSS

## AWARDS

### HONOR ROLL

Sept 2012 - June 2017

### CEMC CERTIFICATE OF DISTINCTION

Feb 2015

### BC ACHIEVEMENT SCHOLARSHIP

Sept 2017

## PROJECTS

### SOUNDBOARD | JULY 2019

- Implemented a soundboard app using Android studio.
- Created a desktop version using Java Swing.

### DISCORD BOTS | DECEMBER 2018

- Developed 2 Discord Bots with Javascript and the Discord API.
- Utilizes Discord JS, a node.js module.
- Bot #1 generates links to allow for ease of access to websites.
- Bot #2 automates the process of mass deleting server messages.
- Bot #2 allows for the option of searching and filtering messages to include or exclude attributes, such as the message author.

### LOL PROFILE ANALYZER | SEPTEMBER 2018

- Extracts data from players and store them in profiles to analyze and compare with one another.
- GUI built with Java Swing.

### 2048 GAME | FEBRUARY 2018

- Implemented the 2048 game in Python, a popular puzzle game originally released in 2014.

### MAZE SOLVER PROGRAM | FEBRUARY 2018

- Constructed a program that can determine whether or not a maze is solvable.
- Solves the maze via a depth first search algorithm.

### ENCRYPTER AND DECRYPTER | JANUARY 2018

- Assembled a program to encrypt and decrypt messages with Python.
- Employs encryption techniques from both trans positional ciphers.
- Added functionality to decrypt messages via brute force approach.

### CLASSIC GAMES | OCTOBER 2017

- Recreated old time classic games using Object Oriented Programming in Python.
- Games include pong, tic tac toe and a memory game.
- Designed with OOP and OOD paradigms, simplifying modification and expansion of games that were recreated.
- GUI Designed and implemented through the pygame library.